GALACTIC
REIGN
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Overview

- How the System Works
- How the System Managed
- How the Game is Animated

HOW THE SYSTEM WORKS

How the System Works

THE 2D GAME

EXIT
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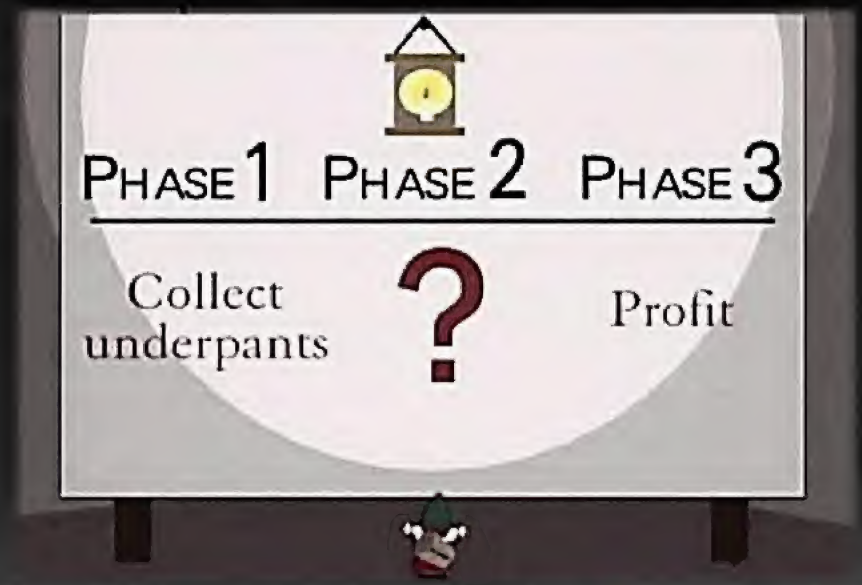
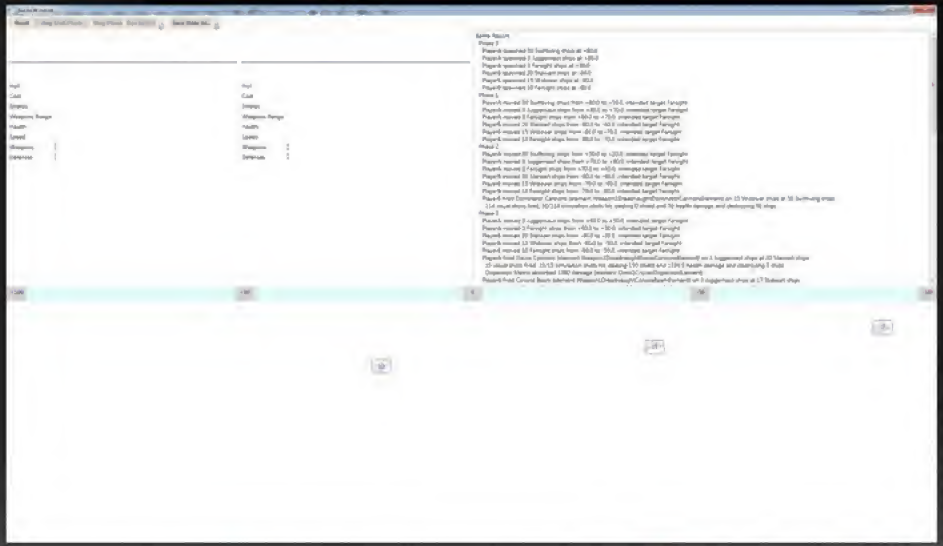
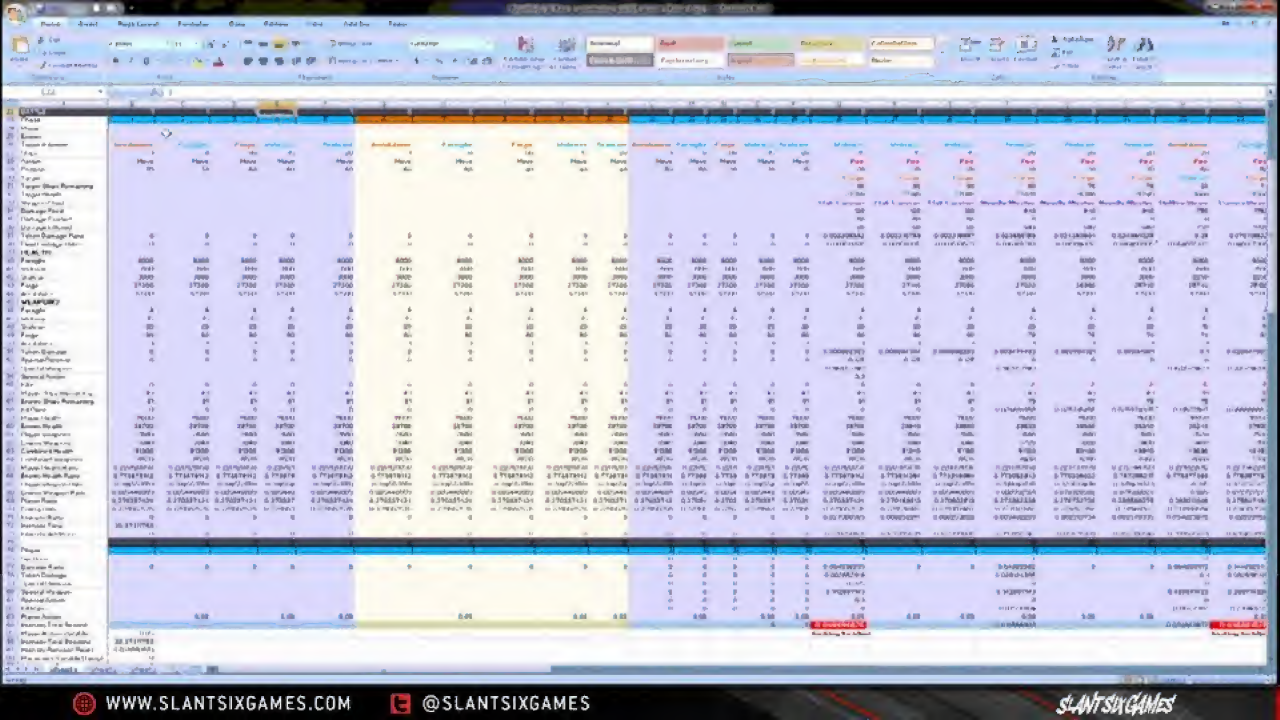

PHASE 1
PHASE 2
PHASE 3
Collect underpants
?
Profit

Holodeck



How the System Works

SHOT PLANNING & CREATION



Data Parsing Issues

- Overall the parsing system worked, but not to the full extent we intended.
- Map emotional graph to:
- Lighting styles
- Camera angles
- Action selection.
- Read the overall game progress and take into context.

The Classic Story Formula

```
<?xml version="1.0"?>
<BattleScript xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" ScriptVersionNumber="7">
  <FleetDescriptions>
    <FleetDescription PlayerID="Player A" Species="0">
      <TokenDescriptions>
        <TokenDescription TokenID="Token_1e47377f-d317-4f91-b600-24c11bd16215" Hull="Striker" HullVariation="1" InitialPopulation="282">
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            <AttachmentDescription Name="Light Flak Cannon" Category="Ballistic" ModelName="Striker_ballistic_light" />
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        </TokenDescription>
        <TokenDescription TokenID="Token_3c92c546-2065-442c-8c30-929c437c77cb" Hull="Destroyer" HullVariation="2" InitialPopulation="80">
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            <AttachmentDescription Name="Thresher Flak Cannons" Category="Ballistic" ModelName="Destroyer_ballistic_light" />
            <AttachmentDescription Name="Cloaking Device" Category="Cloaking" ModelName="Special" />
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            <AttachmentDescription Name="Damage Amplifier" Category="Damage Boost" ModelName="Special" />
            <AttachmentDescription Name="Defensive Warp" Category="Warping" ModelName="Special" />
          </Attachments>
        </TokenDescription>
        <TokenDescription TokenID="Token_41e5c2ad-e72d-4c08-87c5-bcde5e755084" Hull="Battleship" HullVariation="1" InitialPopulation="3">
          <Attachments>
            <AttachmentDescription Name="Corona Beam" Category="Beam" ModelName="Turret_beam_heavy" />
            <AttachmentDescription Name="Gauss Cannons" Category="Ballistic" ModelName="Turret_ballistic_heavy" />
            <AttachmentDescription Name="Cloaking Device" Category="Cloaking" ModelName="Special" />
            <AttachmentDescription Name="Damage Amplifier" Category="Damage Boost" ModelName="Special" />
            <AttachmentDescription Name="Hard-Light Shield" Category="Shield" ModelName="Special" />
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      </TokenDescriptions>
    </FleetDescription>
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      <TokenDescriptions>
        <TokenDescription TokenID="Token_356cb6b9-ba11e-4704-b8a1-d441d1c33e36" Hull="Battleship" HullVariation="1" InitialPopulation="2">
          <Attachments>
            <AttachmentDescription Name="Spike Missiles" Category="Missile" ModelName="Turret_missile_light" />
            <AttachmentDescription Name="Spike Missiles" Category="Missile" ModelName="Turret_missile_light" />
            <AttachmentDescription Name="Energy Shield" Category="Shield" ModelName="Special" />
            <AttachmentDescription Name="Hardened Shield" Category="Shield" ModelName="Special" />
```
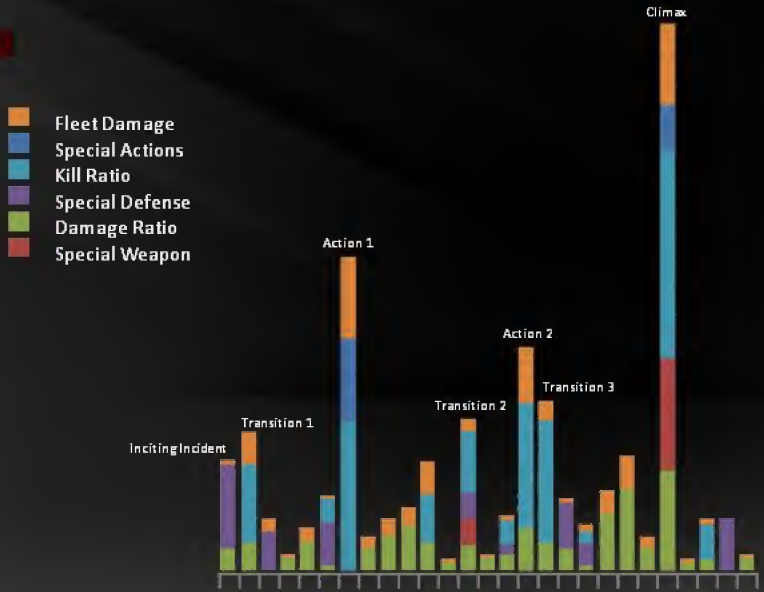
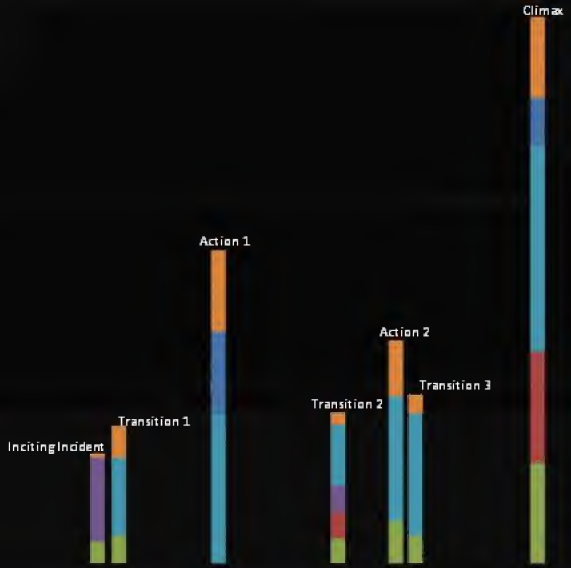


Fleet Damage
Special Actions
Kill Ratio
Special Defense
Damage Ratio
Special Weapon
Climax
Action 1
Action 2
Transition 3
Transition 2
Transition 1
Inciting Incident


Climax
Action 1
Action 2
Transition 3
Transition 2
Transition 1
Inciting Incident

How the System Works

CINEMATIC GAME ENGINE

Direct X 11

Packaging

Tool Suite

Initialization

HEXANE®
GAME ENGINE

The Cloud

- Cloud Operation
- Cloud Configuration
- Cloud File Serving

Windows Azure

Art Content

- Ships
- VFX
- Environments
- Post Effects

Rendering & Encoding

Microsoft® DirectX® 11

- Audio Mixing
- Pre/Post Roll
- Encoding & Delivery

HOW THE SYSTEM MANAGED

Check In & Build

Email / Physical Notification

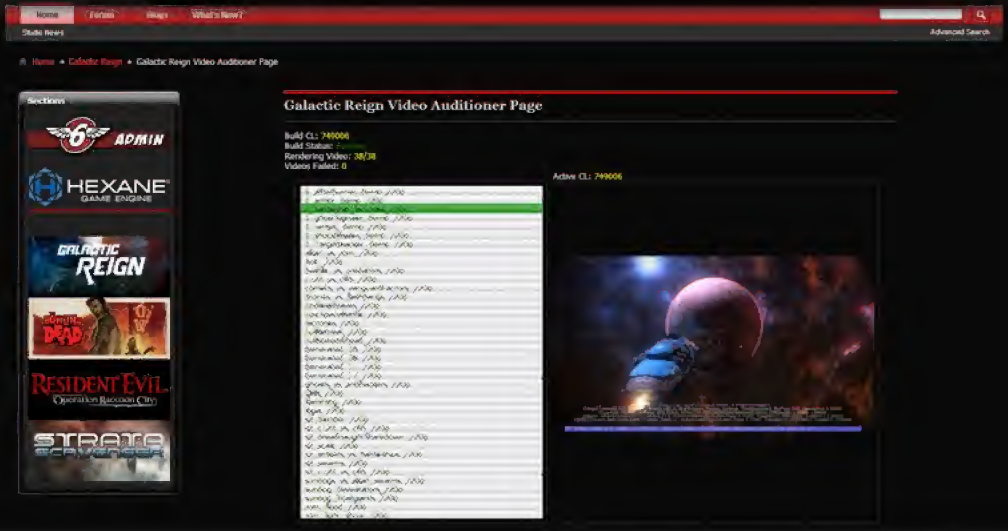
- Traditional Blame Thrower
- Physical Indication

JIMMY SKIDMORE
ATURE #1
IN
THE
OWLING

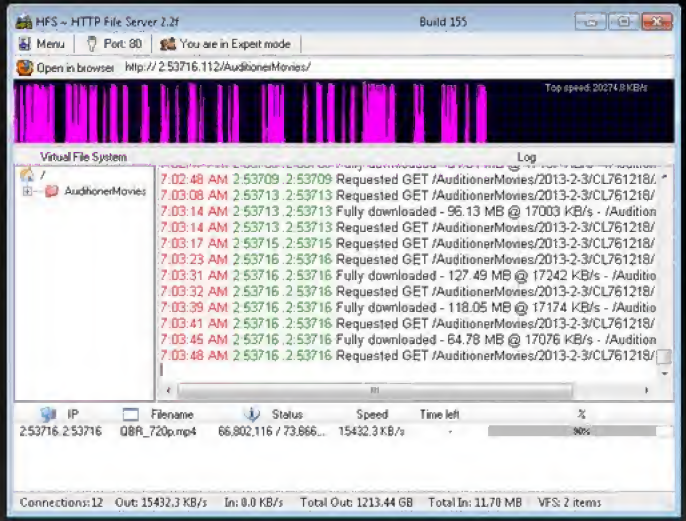
Automated Scripts \ Smoke Tests

- Battle Script Creation
- TTY, Debug Capture & Packaging

Auditioner Page



HFS – Http File Server



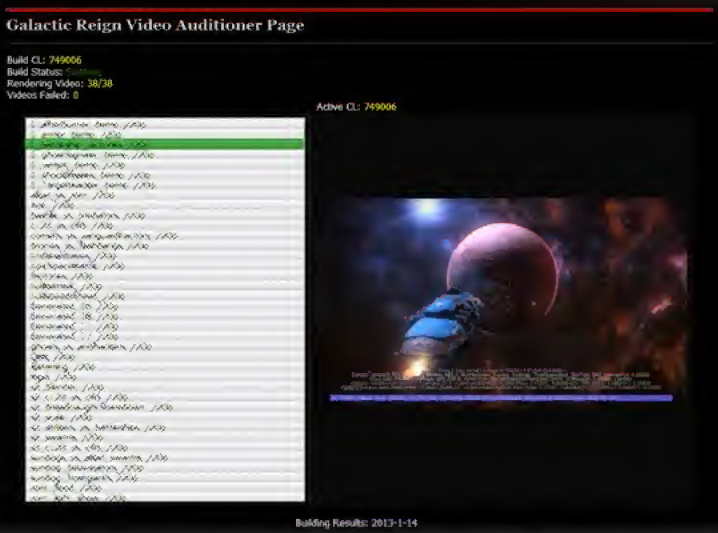
PHP / Python Backend

- Data Acquisition
- Build Iteration & Display

```
$output = '';
// Build Machine Server Root
	$serverRoot = "http://11210112 112/AuditionerMovies/";

// Load Video Information & History File
	$videoInfo = parse_ini_string(file_get_contents($serverRoot."TestInfo.ini"), True);

	if($videoInfo == false)
	{
		$output .= '<div style=" color: red; font-size: 200%;"><center>Unable to Find Server</center></
	}

	$historyInfofile = $videoInfo['HISTORY']['HISTORYINFO'];

	$historyInfo = parse_ini_string(file_get_contents($serverRoot.$historyInfofile), True);

// Collect Information
	$activeCL = $videoInfo['ACTIVE']['CL'];
	$activePlaylist= $historyInfo[$activeCL]['VIDEO'];

	$buildStatus = $videoInfo['BUILD']['STATUS'];
	$buildProgress = $videoInfo['BUILD']['PROGRESS'];
	$buildCL = $videoInfo['BUILD']['CL'];

	$failVideo= $serverRoot.$videoInfo['ERRORS']['FALLBACKVIDEO'];

	$historyDate = $videoInfo['HISTORY']['HISTORYDATE'];

	$failLogFile = $serverRoot.$historyDate."/CL".$buildCL."/Failed.log";


	$failLog = "";

// Data mine Fail Logs

	$failLogFileHandle = fopen($failLogFile, "r") or exit("Unable to open file!");
	//Read Lines and get the total line count
```

Video Cataloging / Player

- Build Playlist
- Review & Presentation



Logs and Failure Display

Phase #	Phase Name	Shot#	Locus	Category 1	Category 2	Action 1	Playbone Name 1	Action 2	Playbone Name 2
1	Intro	0	Attack	Advance	Advance	c3_deploy_afterburners_01.anim	c3_deploy_afterburners_01	establishingshot.anim	c4_deploy_shields_01
2	Inciting Incident	1	Attack	Wipe	Wipe	c4_wipe_close.anim	c4_wipe_close_01	c3_wipe_far_01.anim	c3_wipe_mid_01
2	Inciting Incident	2	Attack	Engage	Engage	c4_engage_mid_01.anim	c4_engage_mid_01	c3_defend_engage_close_01.anim	c3_defend_engage_close_01
2	Inciting Incident	3	Attack	Strike	Reell	c4_attack_close_01.anim	c4_attack_close_01	c3_defend_normal_close_01.anim	c3_defend_normal_close_01
2	Inciting Incident	4	Defend	Strike	Reell	c3_defend_normal_close_01.anim	c3_defend_normal_close_01	c4_attack_mid_01.anim	c4_attack_mid_01
3	Transition1	5	Attack	Wipe	Wipe	c4_wipe_swarm_c2_01.anim	c4_wipe_swarm_c2_01		
3	Transition1	6	Attack	Engage	Engage	c3_c4_engage_swarm_c2_01.anim	c3_c4_engage_swarm_c2_01		
3	Transition1	7	Defend	Fire	Hit	c2_hit_swarm_c3_c4_01.anim	c2_hit_swarm_		
3	Transition1	8	Attack	Strike	React	c3_c4_attack_swarm_c2_01.anim	c3_c4_attack_swa		
3	Transition1	9	Defend	Strike	Outcome	c2_outcome_slaughtered_swarm_c3_c4_01.anim	c2_outcome_slaughtered		
4	Action1	10	Attack	Wipe	Wipe	c4_wipe_swarm_c3_01.anim	c4_wipe_swar		
4	Action1	11	Attack	Engage	Engage	c3_c4_engage_swarm_c2_01.anim	c3_c4_engage_sw		
4	Action1	12	Attack	Strike	React	c3_c4_attack_swarm_c2_01.anim	c3_c4_attack_sw		
4	Action1	13	Defend	Strike	Outcome	c1_outcome_finalkill_swarm_c3_c4_01.anim	c1_outcome_finalkill_		
4	Action1	14	Defend	Damage	Damage	c1_damage_swarm_c3_c4_01.anim	c1_damage_swarm		
5	Outro	15	Attack	Exit	Exit	c4_outro_01.anim	c4_outro_		

[illegible]	TTY	MIG	SPL	2:38
MovieName	TTY	MIG	SPL	2:49

261218	88:58 Mins			
Script	TTY	MIG	SPL	Render
[illegible]	TTY	MIG	SPL	6:57
[illegible]	TTY	MIG	SPL	0:49
[illegible]	TTY	MIG	SPL	1:21
[illegible]	TTY	MIG	SPL	1:57
[illegible]	TTY	MIG	SPL	1:36
[illegible]	TTY	MIG	SPL	1:33
[illegible]	TTY	MIG	SPL	1:51
[illegible]	TTY	MIG	SPL	1:45
[illegible]	TTY	MIG	SPL	2:38
[illegible]	TTY	MIG	SPL	2:49
[illegible]	TTY	MIG	SPL	1:22
[illegible]	TTY	MIG	SPL	0:32
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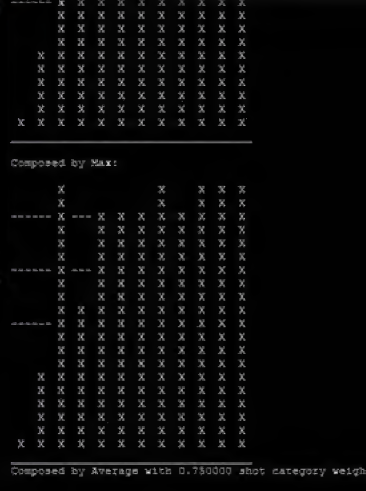
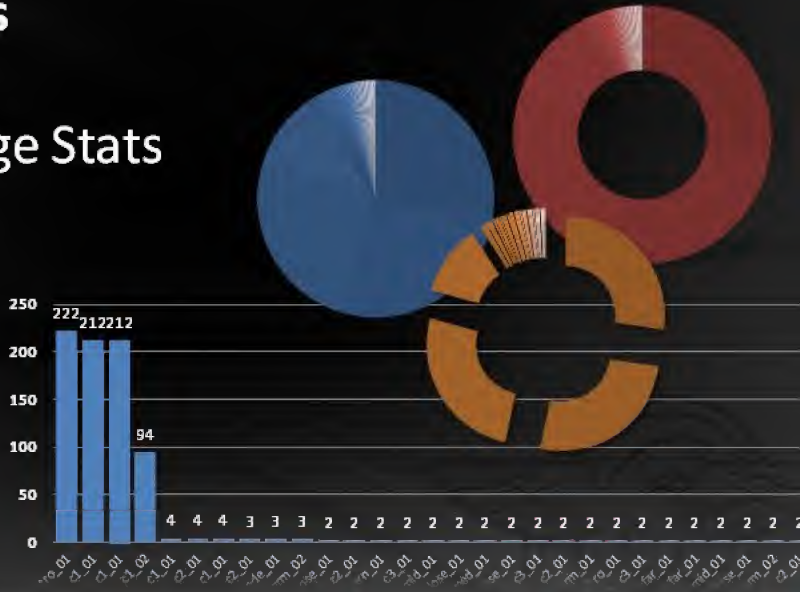
[illegible]	TTY	MIG	SPL	2:15



Statistics Scripts

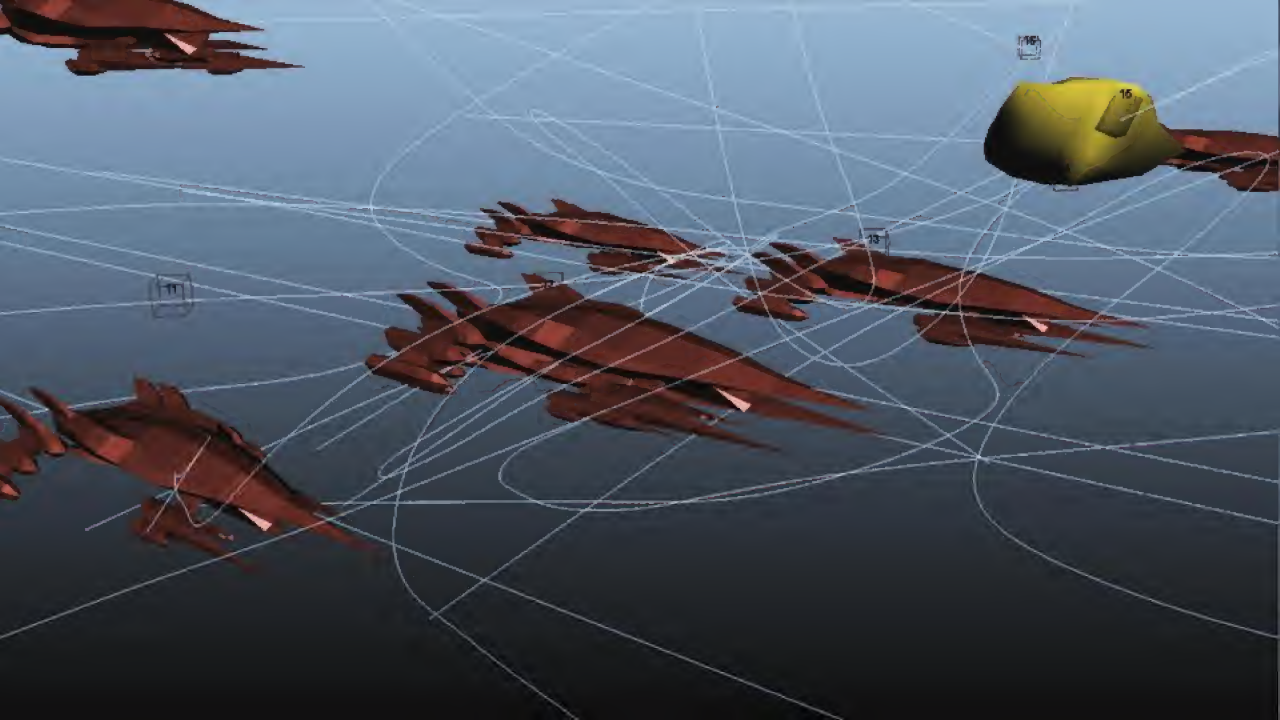
- Animation Usage Stats
- Sound FX Stats
- VFX Stats



HOW THE GAME IS ANIMATED

How the Game is Animated

MAYA TOOLS


16
15
13
11

ANIMATIONS

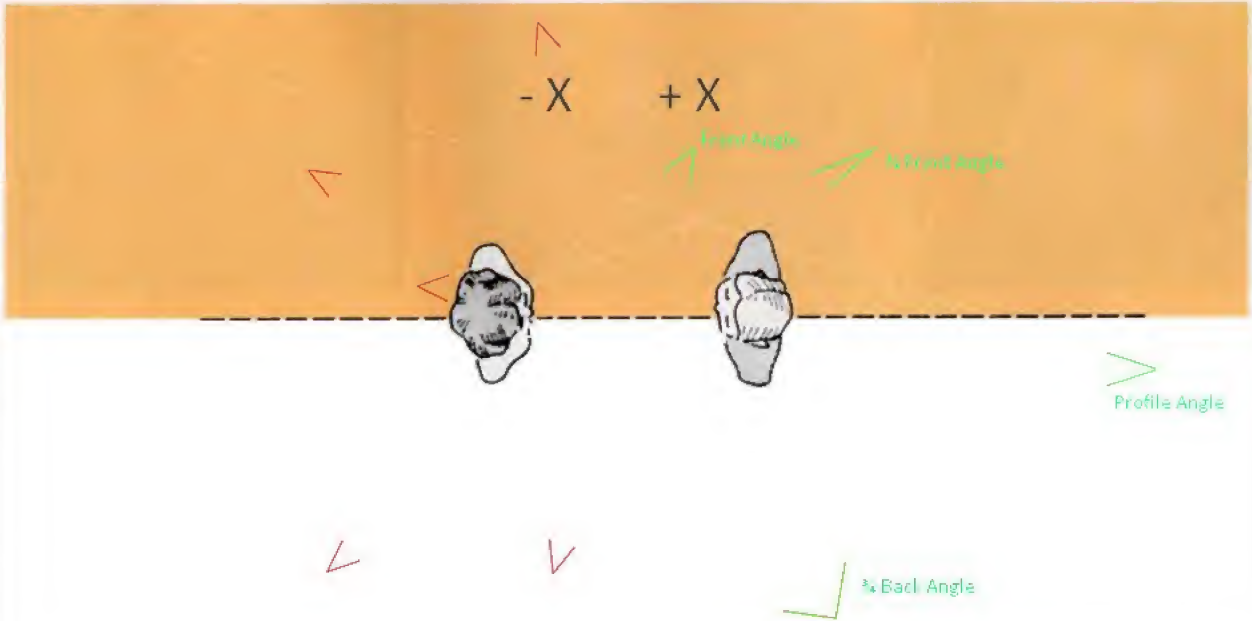
Attacking

+Z

Defending

-Z

0


- X
+ X
Front Angle
¾ Front Angle
Profile Angle
¾ Back Angle

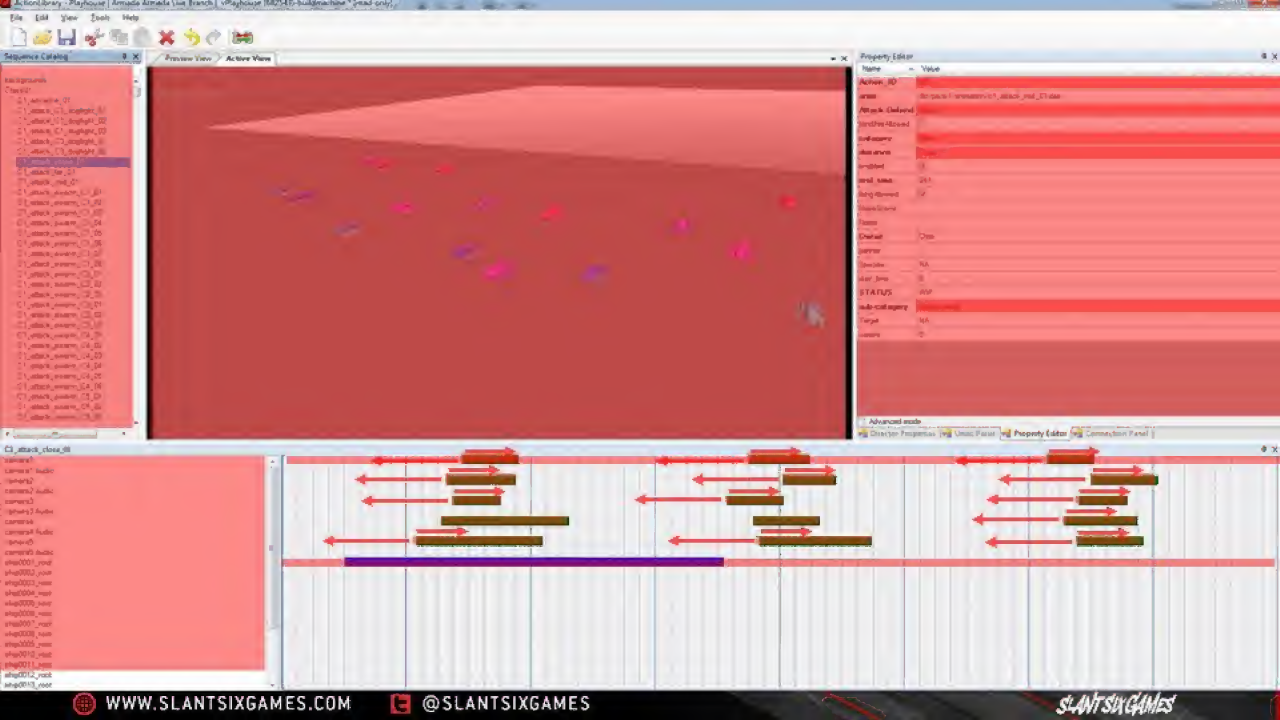
Animation Issues

- Animations needed to frame up ‘Ship 1’ at all times
- Hindered camera selection
- Better AI in camera system would have helped to determine population needed in fleet size and in frame.

How the Game is Animated

EDITING WITH PLAYHOUSE

Removing Data Stomping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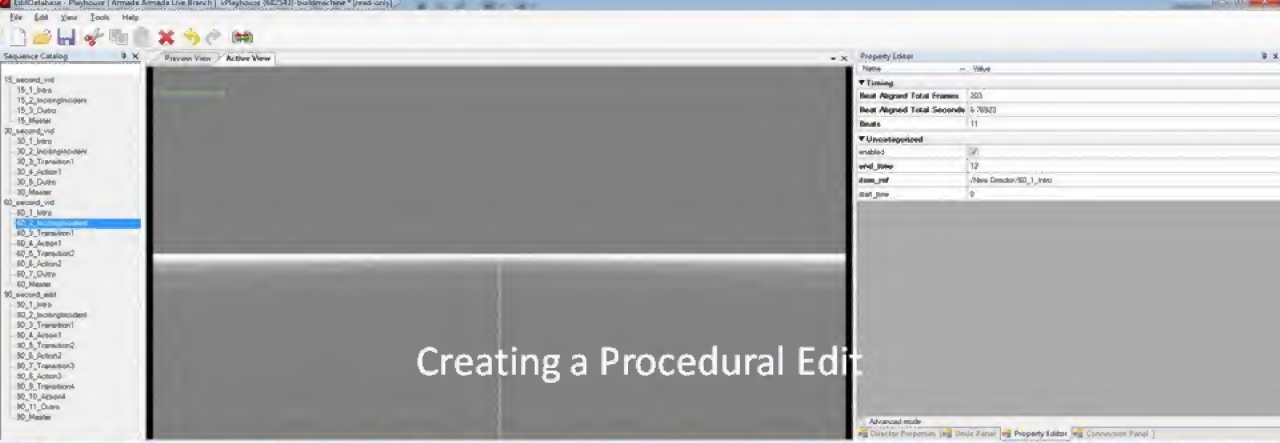
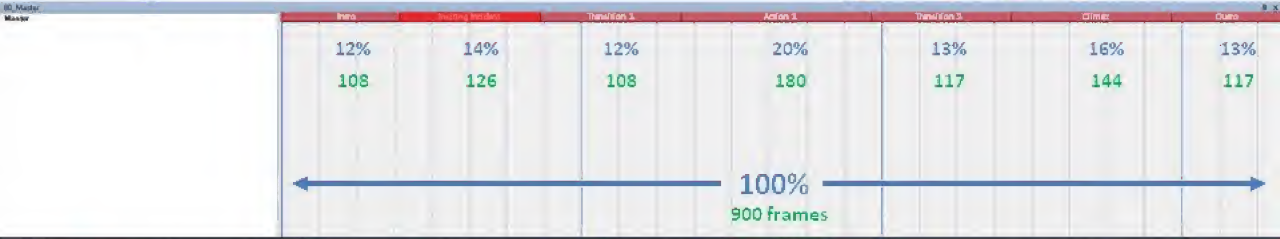
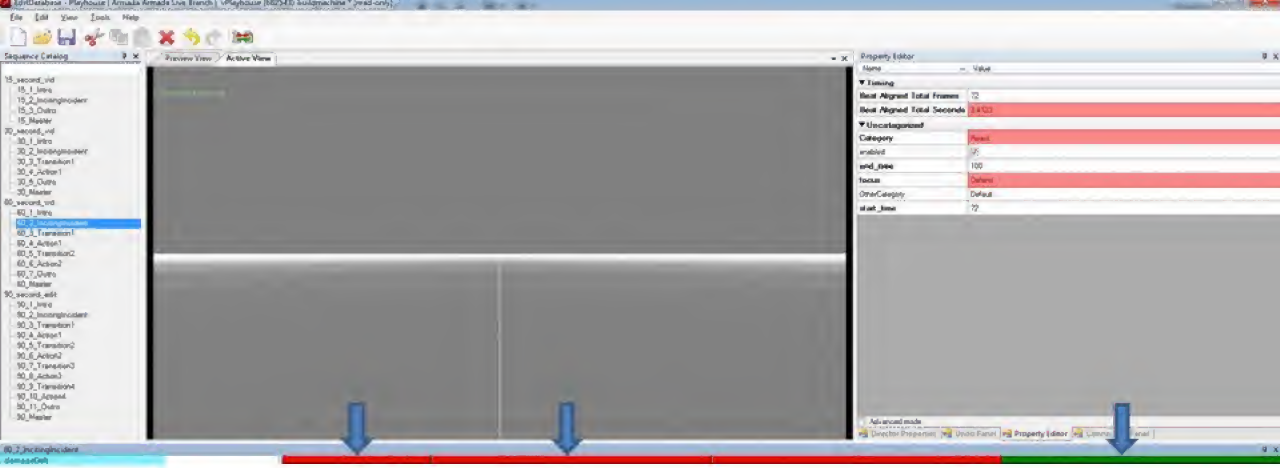
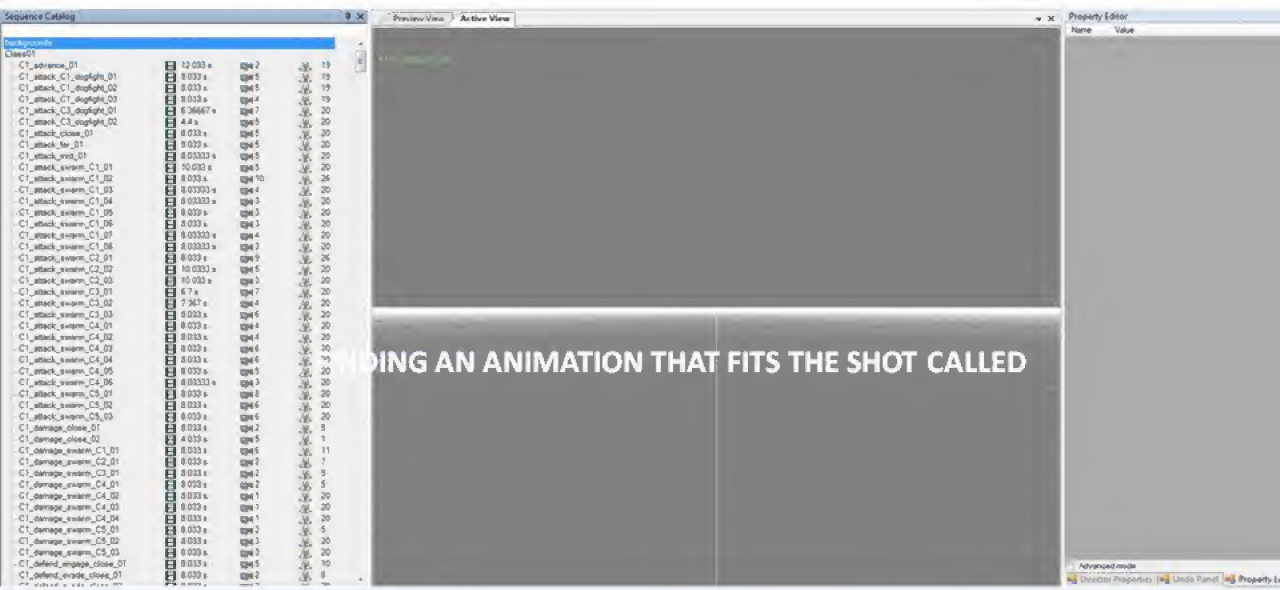

Creating a Procedural Edit


Intro
Inciting Incident
Transition 1
Action 1
Transition 2
Climax
Outro
12%
14%
12%
20%
13%
16%
13%
108
126
108
180
117
144
117
100%
900 frames


File Edit View Tools Help
Sequence Catalog
Preview View
Active View
Property Editor
Name
Value
Timing
Best Aligned Total Frames
72
Best Aligned Total Seconds
Uncategorized
Category
enabled
end_time
100
focus
Defaults
OnerCategory
Default
start_time
72
Advanced mode
Director Properties
Undo Panel
Property Editor
15_second_vid
15_1_Intro
15_2_IncidingIncident
15_3_Outro
15_Master
30_second_vid
30_1_Intro
30_2_IncidingIncident
30_3_Transition1
30_4_Action1
30_5_Outro
30_Master
60_second_vid
60_1_Intro
60_2_IncidingIncident
60_3_Transition1
60_4_Action1
60_5_Transition2
60_6_Action2
60_7_Outro
60_Master
90_second_edit
90_1_Intro
90_2_IncidingIncident
90_3_Transition1
90_4_Action1
90_5_Transition2
90_6_Action2
90_7_Transition3
90_8_Action3
90_9_Transition4
90_10_Action4
90_11_Outro
90_Master
60_2_IncidingIncident
demoseDeft

Casting System Issues

- System was only designed initially to handle 1 fleet vs. another at any time.
- Issues started to arise when there were multiple fleets attacking one another in the game
- Continuity was an ongoing issue with background ships in placement and in action.


Sequence Catalog
Preview View
Active View
Property Editor
Name
Value
IDING AN ANIMATION THAT FITS THE SHOT CALLED
Build Output
Error List

James Ricker
@JamesRickers

Robert Butterworth
@TechArtButters